BRIDGE

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BRIDGE 64 is designed for bridge players of all categories, from beginners to experts. It plays the roll of a patient assistant helping you learn the fundamentals of the game. It can also take the form of a clever challenger against whom you can perfect your skill and find clever strategies.

In this program it is possible to play thousands of different deals. Whenever you want to, you can return to a particularly interesting deal to test your chances with a different contract or a new tactic.

BASIC RULES

This is a brief presentation of the basic rules for playing bridge. Detailed descriptions can be found among the vast amount of literature dealing with bridge.

Bridge is played with four players: North, South, East and West. In BRIDGE 64 you play South and North is your partner. East and West are your opponents, controlled by the computer.

A bridge deal consists of thirteen *tricks*. The object of the game is to win as many of these as possible.

Bidding

In the beginning of the deal, each player receives a *hand* of thirteen cards. Then follows the so called *bidding*. Bidding allows the members of each team to communicate between themselves to determine the combined strength of their hands.

Bidding results in one of the four players being appointed *declarer*. It also results in a *contract*, where the *trick level* and the *trump suit* are decided.

In BRIDGE 64 there is no bidding process between the players, for you are always in the position of the declarer. The contract is entered in the beginning of each deal.

With the trick level, the declarer decides the minimum number of tricks that he and his partner plan to win in this deal. Though they are expected to win at least half of the tricks, the first six ones (the so called *book*) are not counted in the trick level.

In competition bridge the declarer's team is awarded points according to its success in fulfilling the contract. A higher trick level will also increase the chances of obtaining bonus points.

The trump suit can be any suit. You can also choose to play with no trumps. The special qualities of the trump cards will be described later.

As an example, the contract '2 ♦' means that the declarer's team plans to win 6 + 2 = 8 tricks and that Diamonds will be the trump suit.

The Dummy

The declarer's partner is called the *Dummy*. His hand is spread on the table so that everybody can see the cards. The Dummy is not supposed to participate in the game. Instead, The declarer decides which one of the Dummy's cards shall be played. Consequently, in BRIDGE 64 you play both South and North.

Playing a Trick

In every one of the thirteen tricks each player shall play one of his cards, according to these rules:

> The players play in a clockwise direction, starting with the one who won the last trick. The first trick in a deal is always started by the player to the left of the declarer (i. e. West in BRIDGE 64).

> Suit must be followed. This means, if you have any cards of the suit led (the same suit as the first card played in the trick), you must play one of these.

> If you have no cards of that suit, you must play another card.

> The trick is won by the team that played the trick's highest card of the suit led, unless anyone played a trump card. If trump was played, the team that played the highest trump card wins. The ace is the highest card of a suit.

STARTING THE GAME

Turn off the power to the computer. Then insert the cartridge as explained in the Commodore 64 User's Manual. After checking that the cartridge is properly connected, turn the power on.

The computer now asks for the 'SET NUMBER'. Answer with any number from 1 up to 99 and then press RETURN. To make the deals more easily accessible they are randomly divided into 99 *sets*, each containing 999 different deals. This system makes it easier for you to replay exactly the same sequence of deals at a later occasion by entering the same set number.

Now the first one of the 999 deals in the specified set will be generated.

PLAYING A DEAL

Let us make up an example to show you how a deal is played in BRIDGE 64.

The top of the screen shows the hand of the Dummy. Below, your (the delarer's) hand is shown. Suppose they have these configurations:

North: ♠ Q 10
        ♥ 8 5
        ♦ 10 8 7 3 2
        ♣ J 8 7 6

South: ♠ 6
        ♥ A Q 6 2
        ♦ K 9 5
        ♣ A K 10 9 3

To the right of the cards, the number of tricks won by each team is displayed.

The contract
The cursor now stays at the word 'BID'. This means that you shall determine a contract. First enter the trick level, then the trump suit. For example the contract '3 ♣' is declared by pressing 3, ♣ and RETURN. The suits ♠ ♥ ♦ and ♣ are entered by pressing the A, S, Z and X keys respectively. 'No trump' is entered by pressing the N key. The contract '4 no trump', for example, is entered: 4 N RETURN.

Change to another deal
If you are not satisfied with your hand, you can, instead of declaring a contract, push the f3 key. Then the cursor will move to the text 'DEAL #'. Now you can change to any one of the 999 deals in the sequence by entering its number and then pressing RETURN.

Playing a trick
When the contract has been declared, West opens the first trick. In the example above, the trick could be played like this:

West plays ♣ 8. This card is drawn in the middle of the screen.

Then the computer prompts 'N?' and waits for you to tell which one of the Dummy's cards that shall be played. First enter the suit (in the same way as you just entered the contract), then the value. The values of the cards are represented by the keys 2-9, 0, J, Q, K and A respectively. To play ♣ 10, enter ♣ 0 RETURN.

Then East plays e. g. ♣ J

Now turn comes to South, but since there is only one card permitted for you to play (♣ 6). It will be played for you without asking.

Since East played the highest card, the opponents' team won this trick. Consequently, East will be the one to start the next trick.

When the trick has been played, the computer waits for you to hit any key. When you do, the old trick will be cleared and the next one starts.

Show Last Trick
When it is your turn to play a card you can demand to see which cards where played in the last trick by pressing the f5 key. To continue the game, press any key.

Escape Possibilities

When the computer waits for you to enter the contract or play a card, you can break the game by pressing the f1 key.

Instead of playing a card, you can also press f3. Then the rest of the deal will automatically be played for you. This operation is especially intended for the situation when you are in a position to win all the remaining tricks, no matter in which sequence you play your cards.

THE END OF THE DEAL

When an entire deal has been played or when you have interrupted the play by pressing the f1 key, the hands of all of the four players will be displayed. You can then choose to play exactly the same deal again (by pushing f1), to rotate the hands in the deal one step clockwise (f3) or to continue with the next deal (f5).

LIST OF COMMANDS

Here is a complete list of the commands that you can use in BRIDGE 64:

1. Entering Set Number: Type 1-99 and press RETURN

2. Contract: The computer asks for 'BID'. Answer with:

f1	discontinue deal and show all hands
f3	change to another deal
3 ♦ RETURN	(e.g.) contract

3. Playing a Trick: The computer asks: 'N?' or 'S?'. Enter:

f1	discontinue deal and show all hands
f3	finish off the deal automatically
f5	show last trick
♠ J RETURN	(e.g.) play a card

4. After Each Trick: Push any key to continue

5. After Each Deal: The computer displays all hands and prompts these three alternatives:

f1	play exactly the same deal again
f3	play the same deal, but rotate the hands one step clockwise
f5	play next deal